

⁹ *Wireframe And Polygon*
METHOD AND APPARATUS FOR CREATING A VIRTUAL WORLD

ABSTRACT OF THE DISCLOSURE

5 A method and apparatus for creating virtual worlds
 wherein a user may begin with a database containing a
 limited pictorial representation of a desired virtual world
 and then edit the database to specify the remaining data
 needed to create the actual virtual world. In one
 embodiment of the present invention, a database containing a
10 limited pictorial representation of a virtual world is
 communicated to a receiving unit, and a grouping unit
 collects various descriptions of the pictorial
 representation into selected groups. An attribute assigning
 unit then assigns attributes to the groups. The attributes
15 may include group hierarchy, constraints of motion, color,
 texture or other features. The modified database is then
 communicated to a data coupling unit which couples real
 world data to the groups. Finally, a rendering unit renders
 the virtual world which looks and functions according to the
20 specified attributes and the real world data.